

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A gaming device having a game comprising:

an initial award selected from a first pool, the initial award offered to a player;

a plurality of masked awards, one of said masked awards being an enticement award selected from a second pool having values ranging so that the enticement award has a value greater than a value of said initial award, and one of said masked awards being a consolation award selected from a third pool having values ranging so that the consolation award has a value less than the value of said initial award;

the first, second and third pools used repeatedly so that repeated play of the game provides information about ranges of the values of the pools;

~~means for disclosing the values of information about said masked awards being disclosed -to said player without disclosing the association of each of the values with each of the masked awards including that one of said masked awards is an enticement award having a value greater than said value of said initial award; and~~

means for enabling said player to keep said initial award or to select one of the masked awards.

Claim 2 (canceled)

Claim 3 (currently amended): The gaming device of Claim 1, wherein ~~said disclosure means includes means for informing said player~~ the association of the value of said enticement award and the enticement award is revealed to the player before the player chooses to keep the initial award or to select one of the masked awards.

Claim 4 (currently amended): The gaming device of Claim 1, wherein ~~said disclosure means includes means for informing said player of~~ the association of the value of said consolation award and the consolation award is revealed to the player before the player chooses to keep the initial award or to select one of the masked awards.

Claim 5 (canceled)

Claim 6 (original): The gaming device of Claim 1, which includes a plurality of initial awards.

Claim 7 (original): The gaming device of Claim 1, which includes a plurality of enticement awards.

C (Claim 8 (original): The gaming device of Claim 1, which includes a plurality of consolation awards.

Claim 9 (currently amended): The gaming device of Claim 1, which includes at least one display device connected to a controller of said gaming device, wherein ~~each~~ the display device reveals an association of a value of and at least one award after said player selects an award.

Claim 10 (currently amended): A method for operating a game of a gaming device, said method comprising the steps of:

- (a) selecting an initial award from a first pool of values;
- (b) selecting a second award from a second pool of values;
- (c) selecting a third award from a third pool of values, the first, second and third pools used repeatedly so that repeated play of the game provides information about ranges of the values of the pools;
- (d) offering ~~the~~ an initial award to a player;
- (e) displaying a plurality of masked awards to said player, wherein said masked awards are associated with the awards selected from said pools;
- (f) disclosing to said player ~~that one of said masked awards has a value greater than the value of said initial award~~ the values of said masked awards without revealing to the player the associations between the values and said masked awards; and
- (g) ~~providing one of said masked awards such that it has a value less than the value of said initial award; and~~
- (h) enabling said player to select to keep said initial award or to select one of said masked awards.

Claim 11 (canceled)

Claim 12 (currently amended): The method of Claim 10, which includes disclosing the association of the value of said second award and the second award to the player before the player's selection.

Claim 13 (currently amended): The method of Claim 10, which includes disclosing the association of the value of said third award and the third award to the player before the player's selection.

Claim 14 (canceled)

Claim 15 (currently amended): A method for revealing masked awards in a gaming device, said method comprising the steps of:

C1 (a) displaying a plurality of masked awards to a player, wherein said masked awards are covered by at least one mechanical member controlled by a processor, one of said masked awards having a minimum value less than the values of the other masked awards, one of said masked awards having a maximum value greater than the values of the other masked awards, and at least one of said masked awards having an intermediate value greater than said minimum value and less than said maximum value, the minimum, maximum and intermediate values each selected randomly from separate value pools stored in the gaming device, the separate value pools each having different value ranges;

(b) enabling said player to select at least one of said masked awards; and

(c) moving the mechanical member to revealing said award having ~~an~~the intermediate value first if said player selects said award having said minimum value.

Claim 16 (currently amended): The method of Claim 15, which includes the step of moving the mechanical member to revealing said award having said maximum value last if said player selects said award having said minimum value.

Claim 17 (currently amended): A method for revealing masked awards in a gaming device, said method comprising the steps of:

Cl (a) displaying a plurality of masked awards to a player, wherein said masked awards are covered by at least one mechanical member controlled by a process, one of said masked awards having a minimum value less than the values of the other masked awards, one of said masked awards having a maximum value greater than the values of the other masked awards, and at least one of said masked awards having an intermediate value greater than said minimum value and less than said maximum value, the minimum, maximum and intermediate values each selected randomly from separate value pools stored in the gaming device, the separate value pools each having different value ranges;

(b) enabling said player to select at least one of said masked awards; and

(c) moving the mechanical member to revealing said award having said minimum value first if said player selects said award having an intermediate value.

Claim 18 (currently amended): The method of Claim 17, which includes the step of moving the mechanical member to revealing said award having said maximum value last if said player selects said award having an intermediate value.

Claim 19 (currently amended): A method for revealing masked awards in a gaming device, said method comprising the steps of:

C1 (a) displaying a plurality of masked awards to a player, wherein said masked awards are covered by at least one mechanical member controlled by a processor, one of said masked awards having a minimum value less than the values of the other masked awards, one of said masked awards having a maximum value greater than the values of the other masked awards, and a plurality of said masked awards having an intermediate value greater than said minimum value and less than said maximum value, the minimum, maximum and intermediate values each selected randomly from separate value pools stored in the gaming device, the separate value pools each having different value ranges;

(b) enabling said player to select at least one of said masked awards; and

(c) moving said mechanical member to revealing an said award having an ansaid intermediate value first if said player selects another award having an intermediate value.

Claim 20 (currently amended): The method of Claim 19, which includes the step ~~or of~~ moving the mechanical member to revealing said award having said maximum value last if said player selects said award having an intermediate value.

Claim 21 (currently amended): A method for revealing masked awards in a gaming device, said method comprising the steps of:

(a) displaying a plurality of masked awards to a player, wherein said masked awards are covered by at least one mechanical member controlled by a processor, one of said masked awards having a minimum value less than the values of the other masked awards, one of said masked awards having a maximum value greater than the values of the other masked awards, and at least one of said masked awards having an intermediate value greater than said minimum value and less than said maximum value, the minimum, maximum and intermediate values each selected randomly from separate value pools stored in the gaming device, the separate value pools each having different value ranges;

C1 (b) enabling said player to select at least one of said masked awards; and

(c) moving the mechanical member to revealing said award having said maximum value last if said player selects said award having said maximum value.

Claim 22 (currently amended): The method of Claim 21, which includes the step of moving the mechanical member to revealing said award having said minimum value first if said player selects said award having said maximum value.

Claim 23 (currently amended): The method of Claim 21, which includes the step of moving the mechanical member to revealing ~~an~~said award having ~~an~~said intermediate value first if said player selects said award having said maximum value.

Claim 24 (currently amended): The method of Claim 21, which includes the step of randomly determining whether to move the mechanical member to reveal said award having said minimum value or ~~said~~said award having ~~said~~said intermediate value first if said player selects said award having said maximum value.

Claim 25 (currently amended): The method of Claim 24, wherein said random determination includes an equal probability of moving the mechanical member to revealing said award having said minimum value or ~~ansaid~~ said award having ~~said~~an intermediate value first.

Claim 26 (currently amended): A method for revealing masked awards in a gaming device, said method comprising the steps of:

C (a) displaying a known award and a plurality of masked awards to a player, wherein said masked awards are covered by at least one mechanical member controlled by a processor, one of said masked awards having a minimum value less than the values of the other masked awards, one of said masked awards having a maximum value greater than the values of the other masked awards, and at least one of said masked awards having an intermediate value greater than said minimum value and less than said maximum value, the minimum, maximum and intermediate values each selected randomly from separate value pools stored in the gaming device, the separate value pools each having different value ranges;

(b) enabling said player to select said known award or at least one of said masked awards; and

(c) moving the mechanical member to revealing said award having said maximum value last if said player selects said known award.

Claim 27 (currently amended): The method of Claim 26, which includes the step of moving the mechanical member to revealing said award having said minimum value first if said player selects said known award.

Claim 28 (currently amended): The method of Claim 26, which includes the step of moving the mechanical member to revealing said award having ~~said~~an intermediate value first if said player selects said known award.

Claim 29 (currently amended): The method of Claim 26, which includes the step of randomly determining whether to moving the mechanical member to reveal said award having said minimum value or ~~said~~ award having ~~said~~ intermediate value first if said player selects said known award.

Claim 30 (currently amended): The method of Claim 29, wherein said random determination includes an equal probability of moving the mechanical member to revealing said award having said minimum value or an award having an intermediate value first.

C (Claim 31 (currently amended): A method for revealing masked awards in a gaming device, said method comprising the steps of:

(a) displaying a known award and a plurality of masked awards to a player, wherein said masked awards are covered by at least one mechanical member controlled by a processor, two of said masked awards having higher values than said known award, and a plurality of said masked awards having a lower value than said known award;

(b) enabling said player to select said known award or at least one of said masked awards;

(c) moving the mechanical member to revealing all non-selected lower value awards;

(d) moving the mechanical member to revealing one high value award;

(e) moving the mechanical member to revealing a selected lower value award; and

(f) moving the mechanical member to revealing the other high value award.

Claim 32 (currently amended): A method for revealing masked awards in a gaming device, said method comprising the steps of:

(a) displaying a known award and a plurality of masked awards to a player, wherein said masked awards are covered by at least one mechanical member controlled by a processor, two of said masked awards having higher values than said known award, and a plurality of said masked awards having a lower value than said known award;

(b) enabling said player to select said known award or at least one of said masked awards;

c/ (c) moving the mechanical member to revealing all but one lower value award;

(d) moving the mechanical member to revealing a non-selected high value award;

(e) moving the mechanical member to revealing a remaining lower value award; and

(f) moving the mechanical member to revealing a selected high value award.

Claim 33 (currently amended): A system for revealing masked awards in a gaming device, said system comprising:

a processor operable with at least one award pool to randomly select at three awards, said selected awards including a highest value award; and

a display device which includes at least one movable masked member and operable with the processor, wherein the mechanical member masks the selected awards, and the processor and the display device operate to enable a player to input a decision to obtain one of the selected awards, wherein one of the selected awards is provided to the player based on the inputted decision, wherein the processor causes the mechanical to move to reveal said provided award ~~is revealed~~ to the player after another one of the selected awards is revealed to the player and wherein the highest value award is revealed last to the player whether or not the highest value award is the provided award.

Claim 34 (previously presented): The system of Claim 33, wherein the display device displays the plurality of awards as a plurality of player selectable masked awards.

Claim 35 (original): The system of Claim 33, which includes a secondary display device connected to a controller of said gaming device, said secondary display device including means for revealing at least one of said masked awards.

Claim 36 (original): The system of Claim 35, wherein said revealing means includes at least one mechanical door that opens to disclose at least one of said masked awards.

Claim 37 (original): The system of Claim 34, which includes a secondary display device connected to said controller, said secondary display device including at least one mechanical door that opens to disclose at least one of said masked awards, and said primary display device including means for enabling the opening of said door.

Claim 38 (currently amended): A gaming device comprising:

an initial award offered to a player having a value;

a plurality of masked awards, one of said masked awards being an enticement award having a value greater than the value of said initial award, and one of said masked awards being a consolation award having a value less than the value of said initial award;

C1 ~~means for disclosing information about the values of said masked awards being disclosed to a player without disclosing the association of each of the values with each sufficient for the player to determine optimally whether to elect to trade the initial award for one of the masked awards; and~~

means for enabling said player to keep said initial award or to select one of the masked awards.
